

# *Baron Wittard*

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## NEMESIS OF RAGNAROK

**USER MANUAL**



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## 1. INTRODUCTION

**T**raveller, I knew you would come here to my city. I have been expecting you for some time now. There is much to tell and much to explain about the future and about the terrible things to come, but all of that must wait for the moment, at least. The purpose of this important document is to offer guidance, advice and instruction to get you started on the journey that awaits you. It will be a long and dangerous journey, and so thorough preparation will be important. You may want to know about installation, navigation, troubleshooting and hints and tips. If so, the information contained here will doubtless prove valuable to you. Take heed, Traveller. I look forward to meeting you at the Utopia when the time comes.

Baron Horatio Wittard.

## 2. GAME FEATURES

Baron Wittard: Nemesis of Ragnarok is a first person graphic adventure game for the Windows PC. Set inside a grand indoor city built by Baron Wittard, many varied puzzles and interesting locations await you. Some of the game features include:

- ~ 20+ Large and colourful locations to explore
- ~ Over 25 unique and mind-bending puzzles to solve
- ~ A dark mystery and secret to uncover
- ~ Explore at your own pace with non-linear gameplay
- ~ Experience urban decay in high resolution graphics
- ~ Eerie and mysterious soundtrack with full musical score

## 3. SYSTEM REQUIREMENTS

### MINIMUM

1 GHz or equivalent CPU, Higher Recommended  
Microsoft Windows XP  
1024Mb RAM  
128 Mb graphics card with Shader Model 2.0  
3GB Available hard disk space  
DVD-ROM Drive  
Resolution: 1024x768

### RECOMMEND

2 GHz or equivalent CPU, Higher Recommended  
Microsoft Windows Vista or Windows 7  
2048Mb RAM  
256 Mb graphics card with Shader Model 2.0  
3GB Available hard disk space

### ADDITIONAL

Microsoft DirectX 9.0c  
DX Studio Player (Provided with the game)

## 4. INSTALLATION

### RUNNING THE LAUNCHER

Insert the game DVD into your DVD-ROM drive. If this is the first time you have inserted the game DVD, then the game will need to be installed on to your computer. The game launcher allows you to install the game. This launcher will probably run automatically after inserting the game DVD into the DVD drive, but if it does not, the game launcher can be run manually.

To run the launcher manually, start by double-clicking the 'My Computer' icon on the Windows desktop. Then, view the contents of your DVD by double-clicking the DVD icon from the 'My Computer' window. From there, run the setup.exe file to start installation.

### INSTALLING

The installation will transfer important game files from the game DVD to your computer, and this process needs to occur only once.

The installer first displays the welcome screen to explain its purpose. At this screen, you should click next to proceed.

The installer then displays the EULA (End User Licence Agreement). You are advised to read this agreement carefully, and once read you will need to tick the accept box and click the next button to proceed.



The final menu of the installer asks you where the game Baron Wittard should be installed on your computer. The default installation path will be \program files\iceberg interactive\Baron Wittard Nemesis of Ragnarok. You are encouraged to accept this path unless you have a specific reason for changing it. Click Next to proceed and please wait while the installer transfers the game onto your computer. Once completed, you may need to restart your computer.

The game should then be ready to play!

## 5. GAMEPLAY AND INTERFACE

Baron Wittard: Nemesis of Ragnarok is designed to be intuitive to use for most gamers. It can be controlled using either the mouse or the keyboard, or a combination of them; however you prefer.

### KEYBOARD CONTROLS

At any time during gameplay, you can press the ESC key to access the main menu. The main menu provides access to the core features of the game.



You can press either the space-bar or right-control key to perform an action in the game, such as opening a door or pressing a button or walking forwards. The action performed at any one time will be context sensitive.

You can use the directional arrow keys on the keyboard (or the WASD letters) to move the game cursor up, left, down and right respectively.

You can use the shift key on the keyboard to switch between looking and interacting mode while in some areas of the game. Explained later.

## MOUSE CONTROLS

Moving the mouse will directly control the game cursor.

Clicking the left mouse button will perform an action in the game, such as opening a door or pressing a button or walking forwards. The action performed at any one time will be context sensitive.

You can use the right mouse button to switch between looking and interacting mode while in some areas of the game. Explained later.

## CURSORS

Cursors are small graphics that are used to describe what kind of input will be provided if you press the action command (space bar or mouse click) while the cursor is being shown. Baron Wittard: Nemesis of Ragnarok features several cursors.

### ~ The Default Cursor

The Default cursor is a hand image that appears fainter than all the other cursors in the game. This cursor is shown to indicate that no action can currently be performed.

### ~ The Direction Cursor

The Direction cursor is a hand pointing forwards to indicate that you can walk forwards to the selected destination. By pressing the space-bar on the keyboard or by clicking the left-button on the mouse when this cursor is visible, you will walk forwards in the direction in which you are looking.

### ~ The Interact Cursor

The Interact Cursor appears as a clawed hand, ready to grab or to touch something. This image is shown whenever the cursor is hovering over an item that can be manipulated or collected, such as a button or a door or a drawer or a piece of paper. By pressing the space-bar on the keyboard or by clicking the left-button on the mouse when this cursor is visible, you will interact with the hovered item.

### ~ The Examine Cursor

The Examine cursor is the image of a hand clasping a magnifying glass. This cursor appears whenever you hover over an item that can be examined more closely and in more detail. By pressing the space-bar on the keyboard or by clicking the left-button on the mouse when this cursor is visible, you will bring up a closer view of the item being hovered by the cursor.

### ~ The Exit Cursor

The Exit cursor is the image of a hand pointing backwards or away. This cursor is shown whenever you hover over a region that will lead you back to where you were previously. For example, it can be used to stop examining an item and to return back to the standard view. By pressing the space-bar on the keyboard or by clicking the left-button on the mouse when this cursor is visible, you will exit from your current view and return to your previous view.



right. When the cursor moves over an item, a larger preview of that item is shown in thumbnail view at the bottom right-hand side of the screen.

## USING INVENTORY ITEMS

All items in the inventory can be combined or used in some way with other objects found in the game environment. Dragging and dropping the inventory object over another object will attempt to combine the two, or to use them together.



The console is a handy panel of icons at the top of the screen that give you quick access to some of the game's core features. The console will remain hidden until you move your cursor over the top black margin. When you move your cursor over this region, the console will appear. The console contains three icons, each offering access to a unique feature of the game.

~ The left most icon is the main menu option. Clicking this is equivalent to pressing the Esc key on the keyboard. It will display the main menu. Explained later.

~ The second icon is the map icon and will display the game map only if you have found and collected the map previously in the game. If you have not yet found and collected the map, then this option will show only a blank page.

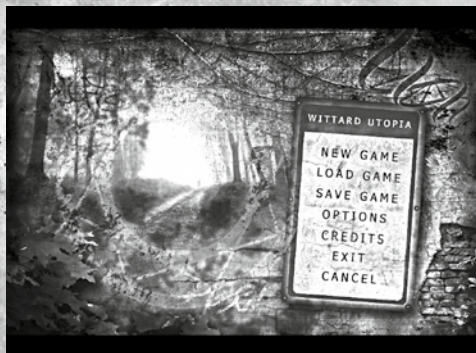
~ The third and final icon is the camera icon. Clicking this icon will activate your electronic camera. Maybe your camera will come in helpful somewhere, somehow?

## INVENTORY

The inventory is used to store and display all items that you collect during the game. It will appear briefly when an item is first collected and added to the inventory. It will also appear whenever you move the cursor over the black margin at the bottom of the screen. In the inventory, collected items are arranged horizontally from left to



## 6. GAMEPLAY MENUS



### MAIN MENU

Every time you start Baron Wittard: Nemesis of Ragnarok you will be presented with the main menu, featuring the fundamental options in the game. From this menu, you can access almost all other menus.

#### ~ NEW GAME

Selecting 'New Game' from the menu will start a completely new game from the beginning. You will probably want to select this option when you play Baron Wittard for the first time.

#### ~ LOAD GAME

This option will display the Load Game Menu, allowing you to resume a previously saved game.

#### ~ SAVE GAME

When you first start Baron Wittard this option will be disabled, since there is no currently running game to save. But once you begin playing the game, this option on the main menu becomes enabled. Clicking this option displays the save game menu allowing you to save your current progress in the game.

#### ~ OPTIONS

The options menu will display a list of game settings that can be adjusted to customise your experience of the game.

#### ~ CREDITS

The credits menu displays a scrolling credit sequence listing the people responsible for creating and producing Baron Wittard.

#### ~ EXIT

Clicking Exit will close the game completely and return you to the Windows desktop. Your game is not automatically saved when you click this. So you should first Save your game before clicking exit if you wish to resume your progress when you next play Baron Wittard.

#### ~ CANCEL

The cancel option on the main menu will not always be visible. But when it is visible, selecting this option will leave the main menu and return you to the game.

### LOAD AND SAVING GAMES

The Save Game and Load Game menus display a list of 'save game slots'. When you first play Baron Wittard, these slots will be empty since there was no previously saved game. Since Baron Wittard is a long game, you will likely want to save an image of your progress in the game and resume it sometime later without having to begin again. Saved games allow you to do this.

### HOW TO SAVE A GAME

To save a game:

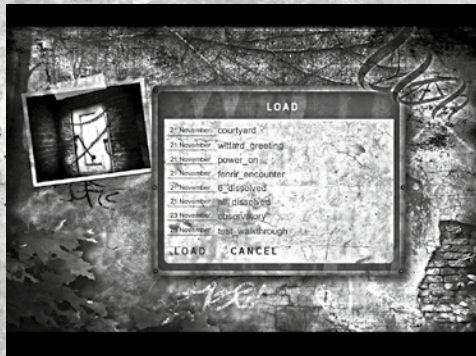


- ~ Press the ESC key on the keyboard to display the main menu, or access the main menu with the mouse from the console menu at the top of the screen.
- ~ From the main menu, click 'Save Game' to show the save game menu.
- ~ From the save game menu, pick either an empty slot or an old slot using the cursor.
- ~ The slot becomes highlighted now that it is selected to indicate that it is now the activate slot.
- ~ Once a slot is activated, you can use the keyboard to enter in a name for the saved game. The name can be anything you want, and it can be helpful to name your games descriptively.
- ~ After you have named a game, you can press the return key on the keyboard or the save button on the menu to confirm the save operation and to save your current game in the active save game slot.



## HOW TO LOAD GAME

To load a previously saved game:



- ~ If the main menu is not already visible, then press the ESC key on the keyboard to display the main menu, or access the main menu with the mouse from the console menu at the top of the screen.
- ~ From the main menu, click 'Load Game' to show the load game menu.
- ~ From the load game menu, pick an occupied slot. Empty slots do not contain saved games.
- ~ The slot becomes highlighted now that it is selected and displays a thumbnail picture representing the location in the game at which the game was saved.
- ~ Once a slot is activated, you can press the return key on the keyboard or the load button on the menu to confirm the load operation and to load the selected game.
- ~ Once loaded, the game has been resumed and play can continue as normal.



## OPTIONS

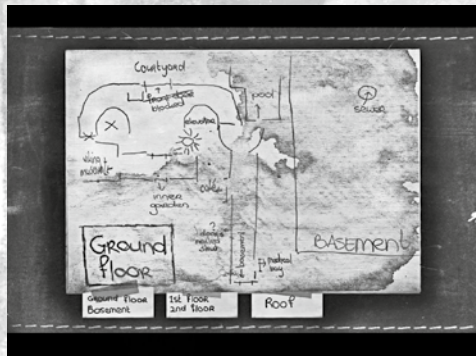
The options menu is accessible from the main menu and allows you to customise and tweak the way Baron Wittard is experienced.

## ~ KEYBOARD AND MOUSE SPEED

These settings are controlled by slider controls. You can use your cursor to move and drag the slider thumb to change the values for these settings. The keyboard and mouse speed settings adjust the sensitivity of your head movement in the game to the input from the mouse and keyboard. When these sliders are moved to higher settings, your head movement in game responds more sensitivity and quickly to mouse and keyboard input. If you want head movement to be faster, then you should raise these settings. If you want head movement to be slower, then you should reduce these settings.

## ~ SUBTITLES

Baron Wittard: Nemesis of Ragnaork features optional subtitles, and these are switched on by default. Subtitles can be turned on and off by adding and removing the tick from the subtitle check box in the options respectively. The presence of a tick in the box means subtitles are switched on, and the absence of a tick means subtitles are switched off.



## GAME MAP

Somewhere in the game environment there is a map of the Utopia to collect. You will not begin the game with this item, but will probably want to find and collect it. Once collected the game map will be added to the console and any locations subsequently visited will be added to the map. You can use the map to automatically transport yourself instantly to any of those visited locations in the game, without having to walk there manually. For this reason, the map can save you a lot of time. You do not however need to collect the map to complete the game.

## 7. PLAYING THE GAME

Baron Wittard is played in first person perspective. This means that you explore and interact with the game world through the eyes of the main character. There are two ways to view the game world, and each way is a little different.

### HEAD TURN VIEW

Most of the game is spent in the head-turn view (or head turn mode). When in this mode, the movement of your cursor will directly move the head of the main character. This allows you to freely look around and explore your surroundings. While in this mode, you can press either the right-most mouse button or the shift key on the keyboard to stop head movement and to release your cursor. When the cursor is release, you can move it over the inventory or the console to view and select items. Pressing the right-most mouse button or shift again will revert back to the standard head-turn mode.



## CLOSE-UP VIEW

The close-up offers you a zoomed-in view of an item or region of the game environment. When in this view, you cannot turn your head but you can freely move your cursor to interact and examine the objects in view. Almost all close-up views will have an exit cursor that be clicked to step away from the close-up and back into the head-turning view.

## GETTING STUCK? HINTS AND TIPS

Finding a section of the game difficult? Not sure what to do? Feeling a little stuck? Then consider the following hints and tips.

- ~ Think slowly carefully about your situation; about where you are and what you are trying to achieve in the game.
- ~ If you get stuck on a puzzle, then perhaps return to it later and continue exploring elsewhere. Maybe there are clues for that puzzle available somewhere.
- ~ Almost every puzzle in the game has at least one text or diagram clue somewhere else in the game environment that can be used to help you make progress.
- ~ Make sure that you listen to the advice and recommendations of other NPCs (Non Player Characters). They often have words of wisdom to share.

## HELP! GET ME STARTED ON ENTERING THE UTOPIA

This manual does not contain a full walkthrough explaining how to complete the game from start to finish. However, the following guidance does explain how to get started with Baron Wittard: Nemesis of Ragnarok. The game begins outside Baron Wittard's Utopian city, and you need to find a way inside. You are not encouraged to read the rest of this section unless you are stuck on how to enter the Utopia.

- ~ Explore the courtyard at the front of the Utopia. Examine the stone pedestals scattered throughout the courtyard. Each pedestal has a red button and is marked with a different Roman numeral.
- ~ These pedestals offer a way inside, but how can they be used?
- ~ Search the waste bins beside the Utopia entrance. There is some valuable information contained in the brochures.
- ~ One brochure contains a clock face written in Roman Numerals. It can be used to translate decimal numbers into Roman Numerals.
- ~ There must be a secret combination to enter into the pedestals. Perhaps entering that combination will lead to finding a way inside the Utopia.
- ~ Search the waste begins again, and notice the Wittard Utopia brochure. At the bottom, the address of the Utopia is circled. This is number is significant.
- ~ The number is 5735. Break down this number into its individual digits: 5 - 7 - 3 - 5.
- ~ This numerical can be converted into Roman Numerals: V, VII, III, V.
- ~ The address of the Utopia in Roman Numerals represents the combination for the pedestals.
- ~ The combination is entered by pressing the pedestal buttons in this sequence.
- ~ Entering this combination will unlock a secret compartment hidden inside the unmarked pedestal. This compartment contains a puzzle that will promises to unlock a way inside.

## 8. TROUBLESHOOTING

The developers and testers of this game have made every reasonable effort to ensure that the game will offer you as enjoyable and problem free an experience as possible. But sometimes technical problems do still occur. If you are experiencing technical issues running this game, then you might want to consider trying the following:

- ~ Please ensure your graphics card drivers are up to date. This is important for displaying the game correctly. For, NVIDIA graphics cards, you can find the latest drivers at: <http://www.nvidia.com>. For ATI/AMD graphics cards, you can find the latest drivers at: <http://www.amd.com>.
- ~ Baron Wittard: Nemesis of Ragnarok requires DirectX 9.0c and the DX Studio Player. This software is provided with the game, but it is possible for it to be removed. You might want to try installing these components manually. You can find the latest DirectX at: [www.gamesforwindows.com/directx](http://www.gamesforwindows.com/directx). You can download the latest DX Studio player from: <http://www.dxstudio.com>.
- ~ Perhaps Baron Wittard is working correctly but is not performing well on your system. This could be the result of a conflict with other applications that are consuming system resources and processing power. These applications could be: anti-virus/anti-spyware products, auto-archiving and backup software, and other resource intensive applications. You might want to try disabling and switching these programs into 'game modes' to ensure the game can run optimally.

If the above does not solve your issues, you can contact Iceberg Interactive technical support via the official Iceberg Interactive homepage at: <http://www.iceberg-interactive.com>.

## 9. TECHNICAL SUPPORT

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our website at <http://www.iceberg-interactive.com> to download the latest patches or updates, or visit the game forums where in most cases, known issues are listed.

If the solution to the problem is not listed on the forums, please email us at: [support@iceberg-interactive.com](mailto:support@iceberg-interactive.com).

*When contacting us, please be sure to include:*

- ~ A brief description of the problem
- ~ The hardware configuration of your computer
- ~ Information on the circumstances under which the error occurred



## 10. EPILEPSY WARNING

*Please read this caution before you or your child play a videogame:*

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

### **Standard Precautions When Playing Videogames:**

- ~ Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- ~ Play video games on a small screen (preferably).
- ~ Avoid playing if you are tired.
- ~ Make sure that the room in which you are playing is well lit.
- ~ Rest for a period of 10 to 15 minutes for every hour you play a videogame.

## 11. CREDITS

### **WAX LYRICAL GAMES**

#### **GAME CREATED BY:**

Alan Thorn

(<http://www.alanthorn.net>)

Marlies Maalderink

(<http://www.marliesmaalderink.nl>)

#### **SELECTED MUSIC BY:**

Mike McLoone

(<http://mikemcloone.com/>)

Ran Kirlian

(<http://www.rankirlian.es/>)

#### **CAST:**

Baron Wittard - Paul Albertson

Kate/Fenrir - Posy Brewer

Aaron - Alan Thorn

#### **GAME TESTING:**

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Stuart Clark

Chelsea Dalrymple-Sykes

Steven Gibson

Lloyd Scales

Laura Schoenmakers

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*This game was created using the DX Studio Engine*



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